

**AMENDMENTS TO THE CLAIMS**

The following listing of claims should replace all previous listings.

1. (Currently Amended) A control apparatus for emulating the physical characteristics of binary data stored in EPROM media for use with a digital processing device in a gaming device, comprising a CPU, operating system, dynamic memory, input/output capability and executable software, including:
  - a. a control logic;
  - b. a non-volatile storage;
  - c. at least one V-PROM resident on said non-volatile storage, said at least one V-PROM logically grouping discrete data and program entities to emulate EPROM media while abstracting the type of said non-volatile storage;
  - d. a communications connection between said V-PROM and said CPU;
  - e. a presentation program function configured to retrieve data and program entity information from said V-PROM and to accept user input for at least one of execution and authentication of contents of said V-PROM;
  - f. a registration program for registering authorized users of said presentation program;
  - g. a reporting program for reporting authorized users and activities of said users and results of at least one of execution and authentication of contents of said V-PROM;
  - h. a security function for protection of contents of said V-PROM;
  - i. a selection program for isolating a subset of said contents of said V-PROM based on user input for at least one of execution and authentication of said

subset; and

- j. an interface connection between said V-PROM and at least one external EPROM-compatible authentication device, wherein said interface connection facilitates inspection of said one or more subsets representing one or more V-PROM images by presenting said one or more subsets as if said one or more subsets were stored in EPROM media to allow authentication by said at least one external EPROM-compatible authentication device.
2. (Previously Presented) The control apparatus of claim 1, wherein said control logic chooses among said subset of said contents of said V-PROM for presentation to said EPROM-compatible device.
3. (Original) The control apparatus of claim 2, wherein said EPROM-compatible device comprises authentication capability
4. (Original) The control apparatus of claim 3, wherein said authentication capability is designed for gaming activities.
5. (Previously Presented) The control apparatus of claim 1, wherein said subset of said contents of said V-PROM comprise gaming applications.
6. (Currently Amended) A method of emulating the physical characteristics of

binary data stored in EPROM media for use with a digital processing device in a gaming device, comprising a CPU, operating system, dynamic memory, input/output capability and executable software, said method comprising the steps of:

- a. controlling said emulation method;
- b. storing said executable software and related data on a non-volatile storage;
- c. providing at least one V-PROM resident on said non-volatile storage, said at least one V-PROM logically grouping said executable software and related data to emulate EPROM media while abstracting the type of said non-volatile storage;
- d. providing a communications connection between said V-PROM and said CPU;
- e. providing a presentation program to retrieve said executable software and related data from said V-PROM and to accept user input for at least one of execution and authentication of contents of said V-PROM;
- f. registering authorized users of said presentation program;
- g. reporting activities of said users and results of at least one of execution and authentication of contents of said V-PROM;
- h. protecting contents of said V-PROM;
- i. isolating one or more subsets of said contents of said V-PROM based on user input for at least one of execution and authentication of said subset; and
- j. providing an interface connection between said V-PROM and at least one external EPROM-compatible authentication device, wherein said interface connection facilitates inspection of said one or more subsets representing

one or more V-PROM images by presenting said one or more subsets as if  
said one or more subsets were stored in EPROM media to allow  
authentication by said at least one external EPROM-compatible  
authentication device.

7. (Original) The method of claim 6 wherein said software relates to the field of gaming.

8. (Original) The method of claim 6 wherein said EPROM-compatible device relates to authentication activities.

9. (Previously Presented) The control apparatus of claim 1, further comprising a V-PROM registry configured to store logical EPROM grouping information for related stored programs and data sets to be installed and executed at a gaming device.